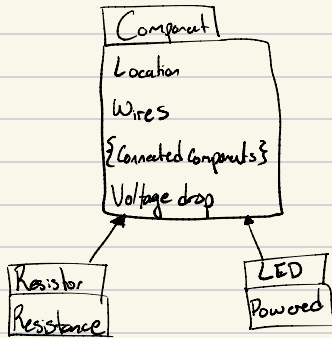


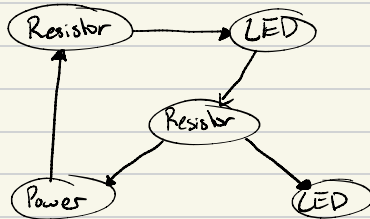
Each level is a scene

Singleton holding win conditions/system



Component pool \rightarrow fixed toolbox spawns components to add to pool ; Need a way to remove items from management pool ; use pool to search for completed circuit

Graph component connections \rightarrow use searching algorithm to see if loop is formed between components
 \hookrightarrow Depth first search works with directed edges



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